

Scramble



Objective

Practise creating and spelling words of up to seven letters.
Experiment with new vocabulary.



Equipment

- Laminated letter cards - Activity Sheets 1 and 2. (Alternatively, letter tiles from scrabble or letter cards from a game such as Lexicon could be used for this activity)
- Stackable PE markers/cones
- 4 Hula hoops



Preparation

- If using, print off, laminate and cut up the set of letter cards (Activity Sheets 1,2).
- Pupils sit at one end of the playing area.
- Place a set of stackable PE marker cones (enough for 1 per pupil) in small piles at the opposite end of the playing area, together with 4(?) 'hula hoops'. Roughly divide the letter cards between the hula hoops.
- Ask pupils to run, collect any 3 letter cards and a marker cone, then to stand in space throughout the playing area. (If there are any letter cards left in the cone, ask some individual pupils to collect an extra card.)
- Each pupil places their cone where they are standing, then places their letter cards under the cone.
- Pupils then return to the end of the playing area. Split pupils into teams of 3 (?)



Instructions

- The teacher signals for the start of the game.
- Each team must work together to collect up to 7 letter cards. They do this by lifting cones, selecting a letter card from under the cone and then replacing the cone. Teams can only take one letter from beneath each cone. The teacher gives a time limit for this.
- When the teacher signals for the end of the time limit, pupils cannot select any additional letters.
- Teams then return to the starting point with their letters. They must then work together to use as many of the letters as possible to create a word. (NB there are several blank cards, which can be used to represent any letter.)
- The teacher gives a time limit for this. At the end of the time limit, the teacher discusses the words that each team has created with the class. Is the word spelt correctly? How many letters in the word? What is its meaning?
- At the end of the game, each team member can take one or two of their letter cards, run and place them under cones around the playing area and then return to their team. A new game can then commence.



Other information

- This game could also be played with teams of 7, where, on go, each pupil has to run and collect one letter, then return to their team and use the letters that they have collected to make a word.
- Teams can be given credit for the number of cards from their set of 7 that they have used in the word, for creating unusual words etc.
- Teachers can introduce 'scrabble scores' into the game, where points are allocated to specific letters used in a word (see Activity Sheet 3).
- Teachers can increase the level of challenge by reducing the time limit for selecting letters. Physical activity can be increased by increasing the size of the playing area and ensuring that cones are spaced throughout the whole playing area.

